

O^{YOUR} ric

FOR A GREAT COMPUTER

ORGANISED BY MR.K.THOMPSON

ISSUE 6

APR/MAY 87

500 Bytes The Dust.

B.D.U.G. FAREWELL

The Byte Drive 500 disk system for the Oric, consisting of an interface in a Hybrid cable and a 3" disk drive and P.S.U., with DOS that loaded in from disk when the machine was powered up, was introduced by the Kent company I.T.L. Kathmill Ltd. (also known as International Technologies Ltd., an arm of the Astrosyn group which manufactures stepper motors and other wound components) about a month before Oric managed to get their Microdisc into the marketplace. The leading weekly computer magazine of the time, Personal Computer News, ran a three-page in-depth review of the Byte Drive, and thought very highly of it, with the reservation that the DOS sits under screen memory and thus much cassette software would be incompatible.

The Oric Microdisc was launched soon afterwards with a DOS making use of memory paging, and thus took up no extra memory. However, the Oric DOS was

very primitive and only provided the most rudimentary facilities, which were accessed via the ! user-extension command, whereas the Byte Drive contained a complete replacement command table which allowed DOS commands to be fully integrated into the BASIC language, and also many enhancements to be added, including such commands as CAPS, WINDOW, PON/POFF (printer echo), SWAP (variables) HTAB AND VTAB, and HOME (positions the cursor at 0,0). In addition the TAB and printer squiggle bugs were ironed out and commands could be abbreviated in the manner of BBC BASIC, and could also be entered in either lower case or upper case.

The first mistake ITL made was to modify the Hybrid and DOS, changing the original 11 sectors of 512 bytes disk format to 10 sectors of 512 bytes (the old spec. was pushing the disk drives beyond their guaranteed reliability limits), and of course the

two formats were totally incompatible, whilst using the same software. This has been a considerable problem ever since, with a small proportion of users having to have software specially transferred to 11-sector format (which involved having two Byte Drives, one of each type, connected together via the printer ports, and sending the software byte by byte as through the printer). Heath Robinson would have been proud!

Unfortunately ITL Kathmill hit hard times (around the time the whole home computer industry hit hard

Continued Inside.

INSIDE

4 page Adventure Spot

! FIND\$ Utility

ORIC NEWS

continued from front page

times), and went out of business. I wrote a letter to Personal Computing News to point out that nothing had been heard of Byte Drive since the rave review, and would other users like to contact me to exchange notes. The response was quite good, and the Byte Drive Users Group was born to support the Byte Drive system, act as a publishing/distribution network for users who had written marketable software and provide a central point for hints, tips and help. The acquisition of an extra thirty names from ITL's old user list help swell the user group (although over half of these never replied to my initial mailshot).

At it's peak, the Byte Drive Users Group (B.D.U.G.) had around 40 users on file (out of around 200 systems sold worldwide, I found out later). I wrote an on-screen disk based magazine called Byte Driver, which incorporated a number of hints and tips I managed to glean from Peter Halford, who had written the DOS, and Roland Beaumont, who had been drafted into ITL just before there demise to co-ordinate transfer of Apple software to Byte Drive. There were also some confused murmurs of a CP/M system.

In the following year Dr. Ray McLaughlin was introduced to the Users Group, and straight away his excellent macro-assembler/disassembler and disk sector editor were marketed, representing the finest of Byte Drive software available. In November 1986, after six months collaboration between Ray McLaughlin and BDUG, DOS 4.0 with Byte Drive BASIC V.2 was introduced, which ironed out a number of bugs which had crept into the release version of DOS (3.1b).

Sadly interest in the Users Group flagged, and the response to DOS 4.0 was, rather surprisingly, weak. Time and money invested in its development was not recouped, and I decided the time demands BDUG was making were unreasonable. BDUG therefore ceased trading on December 31st, 1986.

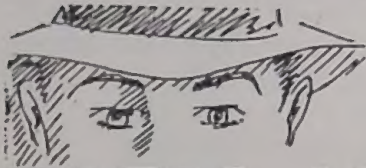
The rumours of a CP/M system for the Oric from ITL were not completely unfounded. It turned out that when ITL went down, Peter Halford was in final stages of perfecting a Z80 second processor board for the Oric, incorporating RS-232 and 80 column display adapter (monochrome only), which would have its own 64K of memory, and in effect use the Oric as a 48K printer buffer! The unit would boot and run CP/M 2.2 software, and ITL purchased a CP/M licence from Digital Research. The intention may have been to bundle Wordstar with the system. This was when ITL hit hard times, and so the young Mr Halford took his brainchild to OPEL (Oric Products Export Limited). This was snapped up, and a number of the units are currently on the production line for sale in the Eastern block (where Orics were at one time assembled for local distribution and CP/M 2.2 is still the major operating system in use). It is not clear whether the new unit will ever be marketed in the U.K. - this is not the new OPELCO disk drive, which is essentially a revamped Oric Microdisc with improved power supply and a superior cabinet.

Your Oric would like to thank Mr. J. Hibbons for this artical.

W.E. SOFTWARE UPDATE:

OVER TO YOU MARK WILLIS:

Hi, my name is Mark Willis and, along with my father and partner, Chris, we run W.E. (Software) and W.E. Film & Video (which is involved, as it's name suggests, in filming and weddings to full length, edited (etc) documentaries. This is mainly my fathers domain as I know very



BY *Aveley*



DICK KAY THOMPSON

little about photography, as he knows very little about computers). W.E. (Software) supplies computer software, hardware and all connected items for all the major home computers, but our speciality is the Oric. W.E. has the U.K. Agency for Eureka Informatique - Oric Products International, and, despite a growing lack of interest by the computer press and micro-users alike, we have managed to keep the Oric's head above water by continually finding additions to the catalogue. Many of these additions come from companies like I.J.K. and Eureka, but, a surprising amount of quality software is reaching us from you - the Oric Owner. With this in mind W.E. set about thinking of ways in which this influx in "home-grown" software could be exploited to the advantage of all concerned; the answer was a "budget" software label for the Oric. W.E. now have two titles on this label - please contact us for details - and there are many more in the pipeline. 'Oricdarts', 'M.C.P 40 Hires Dump - 4 Colour' and 'Lores Dump' are a few of the new programs which will be for sale at £6.95 - once again there are more on their way, please contact us if you think you have written a good quality program for the Oric-1 or Atmos. We have just started circulating our 1987 Oric Catalogue, included in this are offers on the Oric V23 Modem, joysticks, joystick interfaces and software.

As you know we are giving a special offer on Modems, but it should be pointed out that sometimes it is necessary to use a special 13 amp mains plug with sensitive electronic equipment to reduce mains interference, which can cause disconnection from "Prestel" computer due to "signals" being present from fridges etc. We stock both the plugs and the three-way adaptors for this purpose, details are in the back of our current catalogue. We are stocking a new printer called the "Star Delta 10" which has near letter quality print, tractor and friction feed, 80 columns and a very fast print rate, prices on all our new and special offer equipment is listed below.

HARDWARE:

Star Delta 10 - NLQ/Tractor & Friction feed/80 Cols/Dot Matrix Printer	£199.95
Oric/Atmos V23 Modem and Interface	£54.95
I.J.K./Oric Official Joystick Interface was £11.95 now selling for	£10.45
New "Moonraker" Joystick has a retail price of £7.50 we are offering it for	£5.50

We are able to offer for an unspecified period of time, Oric V23 Modems at the reduced price of £54.95, (plus Postage & Packing - £1.50), A saving of £10.00, or if an additional £30.00 (or more) of goods are purchased at the same time as the modem we will deduct a further £7.50 from the price - This would make the modem £47.45 - A saving of £17.50! Many customers have asked about availability of the V23 Interface as a separate item, we are pleased to say that these can be supplied at £12.95, plus 60p Postage & Packing. The other hardware items mentioned above, these prices are subject to our usual Postage & Packing charges and we reserve the right to end the offer, and return to recommended retail prices, as and when we decide.

You may be interested to learn that the best selling game of 1986 was 'Xenon III' closely followed by 'Synthesizer'! Also very high in sales were 'The Hobbit', 'Chess', 'Manic Miner', and 'Damsel In Distress'. Our most popular service was repairs, seemingly many Orics are getting to the age where they need to be patched up! The most popular peripheral was the Oric V23 Modem, followed by the Disc Drive complete with SEDORIC and the Oric Joystick and Interface. Replacement power supplies disappeared from the shelves like hot cakes, and we had a job to keep up with the production of cassette leads, but, by far, the most popular service last year was the W.E. (Software) Club.

W.E. has just entered the new and exciting market of Compact Discs, we shall be retailing the discs and players very soon and would be pleased to hear from anyone who is interested in this. I have been informed by the Editor that the "Your Oric" circulation is approaching the 180 subscriber mark, not only is this good news for the Newsletter, but it is good news for Oric Owners, who can read about software and peripherals, and Oric Retailers who can advertise and sell any new items. Please don't hesitate to contact us if you have any queries concerning the above, or if you like a copy of our catalogue.

FRENCH LEAVE

BY ARCHIMEDES

More and more Oric owners are getting to know and appreciate French software, as is shown by increasing references to it in 'Your Oric'. I suspect, however, that many of you hesitate - how can you fork out over £10 for software of which you only know the title? So, as a service to our readers, French Leave this month concentrates on some potted info about the leading titles - perhaps you'll be tempted!

First, though, a few matters of moment.....

Mail Order France

Ordiduel's mail order service (see Your Oric No.5) is proving useful and reliable..... allow 4 to 5 weeks for delivery.....if you order a title that has been deleted, you will receive an 'AVOIR' - a credit note - which you enclose with your next order, deducting its value from the cheque you send....and:

Synthevoc 1

A genuine speech synthesiser for 240F (£25) !!! The TMPI speech synthesiser is now on special offer. Originally almost £60, it is a must at this price. The first lead connects to the expansion port on the Atmos. After loading the supplied cassette, you remove the cassette lead from the back of the computer, and plug in the second lead from the little 'black box'. This makes use of the Oric's own loudspeaker. Alternatively, you can it to an amplifier and hi-fi system for real sound.

The system is built around 'phonemes', or vocal sounds, of which 100 are supplied in the system. You literally build words, phrases and sentences sound by sound; they can be modified, saved to tape, and even utilised in your own programmes. It is great fun to use, and really does give your Oric a voice - in this case with a slight French accent! But because it is based on sounds, rather than words, it is a truly international piece of software.

Price is 240F plus 40F postage from Ordiduel.

New Software

System Animation Bleu Ciel Informatique 140F (£15)

This software firm is still producing excellent Oric software, with three further titles promised shortly. This offering is just what it sounds like - a way of producing animated movement on screen. With a bank of 10 animations of 10 images each, they can be moved swiftly and smoothly back and forth on screen. There is a design routine, images can be modified, and the whole result is quite spectacular.

Software View

And so to this month's main feature, a potted look at some of the popular French titles...

Super Jeep

Superb graphics as you drive your buggy accross a strange landscape, avoiding enemy attacks, jumping craters and dislodging giant eggs!

Karate

More excellent graphics as you and your opponent bow, close, and attack with hands and feet. The vanquished collapses, the victor bows, and its time for round 2....

Frelon

In your helicopter you must reconstruct the bridge so that your troops can get the enemy.

Triathlon

Are you the perfect athlete? - here, with brilliant graphics, you can attempt archery, rowing and weightlifting - the last is literally exhausting!

Formule 1

Another motor racing game, excellently done, in fact better even than Starter 3D reviewed last time.....

Macadam Bumper

A strange name which haunts the streets and cafes of the future...a name for a striking modular pinball machine whose parameters you can vary and which you can redesign (and save) at will.

Saga

The last human alive, you leave Earth to find asattelite in distress - an arcade classic.

Dangereusement Votre

'A View To A Kill' ! - therefore don't buy at French prices.

Mission Delta

More than a flight simulator with excellent graphics, this is an adventure game in which your twin-engined interceptor must battle both with enemy attackers and the Delta Zone from which nothing ever returns. Full flight manual.

Le Diamant de l'Ile Maudite

The best adventure yet? Quite superb graphics as you explore a Pacific island, above & below ground, and finally fly away by air!

Masterpaint

Quite the best Hires drawing program - full range of drawing commands, block move, magnification option, colour etc....Expensive but superb.

Aigle d'Or

See full review this issue.

And that is just a dip into - would you believe - the 600 titles produced for the Oric in France.

News

Oric International sponsored a car in the Paris-Dakar rally, using a Telestrat to run a "Prestel" - type information service at base.....A new club in France - "Club Oric International" provides a quarterly magazine on tape with a full list of hundreds of software titles for sale for an annual subscription of 141F (£15).....it looks like W.E. Software may achieve the all but impossible, securing the English rights to one of the best french catalogues.....the French magazine 'Theoric' has enough programmes on the stocks to keep publishing for many many months...and this month it published its first Telestrat program.....Until next time, when there will be more news on the Telestrat,

Au revoir, Archimedes.

Ed's comment...

The first thing that I would like to say is that it seems we are not getting enough readers writing in to us with programs, tips and problems, this is very sad as it makes my job harder getting the Newsletters out to you on time, so please can you make the effort and send in to us good material, so far we have only had one reply for the new section 'Arcade Control' and nothing on a 'Letters Page', so please write in.

In Issue 7 we will have the results to the 'Your Oric Questionnaire' that was sent out with Issue 5, we are still receiving them at a rate of 2 or 3 a week. I have used another printer for the 'Hints & Tips' page which I think gives a better look to it, I hope you like it as well. In this Issue we have the first of I hope many French Software reviews starting of with 2 great games they are 'Karate' a new game and 'Triathlon', And on the Adventure Spot we have a review of 'Loricieles' Classic adventure game 'L'Aigle d'Or'.

Here is the good news 'Your Oric' has now managed a readership of 210+ and have readers in 14 countries. Back Issues are still and will always be available Numbers 2,3,4,5 at £1.20p each please make cheque payable to 'Your Oric', Thankyou.

NOTE TO SUBSCRIBERS.....

For members who started their subscription from Nol June/July 86 a New Order Form has been put in your Newsletter the same rates apply can you please send in your forms with a cheque made payable to 'Your Oric' as soon as possible before the next Issue is sent out so you to will receive Issue 7 on time, Thankyou.

HINTS & TIPS

HOW TO SUBMIT PROGRAMS TO 'YOUR ORIC'

All program listings should be sent in by tape with full details, we have our own printers to give a printout suitable for use in the Newsletter. It is therefore not essential that you send listings for BASIC programs. We must have listings for Machine Code though. If you wish for your programs to be returned please include a stamped self addressed envelope. The address to write to is :-

Hints & Tips, Your Oric, 41 Morden Gardens, Mitcham, Surrey CR4 4DH

ORIC-1 TO ATMOS PROGRAM CONVERSIONS

Jim Polmear has sent in to us another program conversion, this time it is the Oric-1 Version of Ocean's HunchBack, Jim says that this conversion isn't 100%, in that the 2 player game goes bananas after player 1 has used the High Score table, otherwise its O.K. Here is the program below, remember to run this program on your Atmos before loading in HunchBack.

```
0 REM Single Player Game Only
10 HIMEM #5000
20 FOR AD=#BFE0 TO #BFF2
25 READ D:POKE AD,D:NEXT
30 DATA #20,#6A,#E7,#20,#7D,#E5
31 DATA #20,#AC,#E4,#20,#9B,#E5
32 DATA #20,#E0,#E4,#20,#3D,#E9,#60
40 POKE #24D,0:DOKE #25A,0
45 POKE#27F,0
50 CALL #BFE0:REM Introduction
60 PAPER 0:INK 0:HIRES
70 CLOAD"":REM Piccy
80 FOR N=1 TO #78
85 POKE #BF67+N,PEEK(#5834+N):NEXT
90 CLOAD:REM Code
99 REM Now Fix It For Atmos
100 DOKE #5B65,#F967
110 DOKE #5BD3,#F920
120 DOKE #5D32,#F920
130 DOKE #5FCF,#FA86
200 FOR N=1 TO 15:READ AD
210 POKE AD,#90:NEXT
220 DATA #5FF5,#6243,#6E1D,#6E24
230 DATA #6E2B,#6E32,#6E4A,#6E64
240 DATA #6ED7,#6EDE,#6F5C,#7794
250 DATA #77AF,#77C0,#7BBE
300 FOR N=1 TO 7:READ AD
310 POKE AD,#86:NEXT
320 DATA #602A,#6E6B,#6E85,#6E96
330 DATA #6F25,#6F7C,#7B5A
400 DOKE #6FBE,#F967
410 DOKE #7054,#EB78
420 DOKE #755D,#E93DD
430 DOKE #797E,#EB78
440 DOKE #7BC1,#F920
500 REM Now Play The Game
510 CALL #5AF5
```

POKERS CORNER

Niesen Patrick from Belgium has sent in a useful tip, he says if you use this line at the end of your program, you will have colour on the status line. By changing the CHR\$ Code you can obtain a number of colours. Here is the tip below :-

```
CSAVE CHR$(4)+ Title +CHR$(7),AUTO
```

PROGRAMMING TECHNIQUES

Mr Eldridge from Essex has sent in a very useful program, Mr Eldridge says that if you add the few lines below to your program you can transfer your program to anywhere in Memory. I use the program in a short Disassembler to examine Machine Code in low memory. The program can be adapted to allow you to keep a number of small programs in RAM at the same time, but remember to reset Program Pointers #9A, #9C, HIMEM (to prevent overlapping) & CLEAR.

```
3001 INPUT New Address ;AD:OLD=DEEK(#9A)
3002 L=DEEK(#9C)-OLD:FIN=AD+L
3003 POKE AD-1,0:X=OLD:Y=AD:DOKE0,AD:DOKE2,FIN
3010 FOR MOVE=AD TO FIN:POKE M0,PEEK (OLD):OLD=OLD+1:NEXT
3016 REPEAT:Z=DEEK(X):D=Z-X:DOKE Y,Y+D:X=Z
3018 Y=Y+D:UNTIL DEEK (X)=0
3020 DOKE #9C,DEEK(2):DOKE #9A,DEEK(0)
3022 DOKE DEEK(2)-2,0:CLEAR
```


CAN ANYONE HELP

Can anyone help Mr B.Timbrell of Cornwall who writes to 'Your Oric' asking if any readers have any references of the project kits for the Oric in the 'Malpins' catalogue especially the Oric Talkbox and the Oric-1 Modem interface, if so please write to :-

Mr B.J.Timbrell, 72 Tregonissey Road, St Austell, Cornwall PL25 4DL.

Can anyone help Mr D.Ross who writes 'I have been working on my own programme (for the Atmos) over the past several weeks but keep coming up against a problem. I can't get my M.C.P 40 Printer to print the _ or the signs! (these correspond to CHR\$(65) & CHR\$(66) on the computer, but when told to LPRINT them, I get - and ', can any reader help me or does the printer (M.C.P 40) not have these signs available? If any reader can help me please write to me at :-

Mr D.Ross, 3 Lund Avenue, Framwellgate Moor, Durham DH1 5BJ.

SOLITAIRE BY ANDREW FORD FOR THE 16/48K ORIC-1/ATMOS

Andrew Ford from Birmingham has sent in 'Solitaire' the well known board game and is Issues 6 Pull-Out Program. Andrew says 'Solitaire' was written about a year ago and is similar to the well known board and pegs game. It also incorporates two music themes - I hope you recognise them! Below is a break down of Solitaire and some useful tips and instructions.

Main Variables :- X,Y - Cursor co-ordinates.

XX,YY - Writing, board co-ordinates.

XC,YC - Co-ordinates of pegs.

FX,FY,SX,SY - Co-ordinates of 1st and 2nd posi/repres.

CX,CY - Used to check if move is valid.

EX,EY - Update and move peg.

CH - Number of pegs remaining.

MS,NT,L - Used to play music.

Other details :- All illegal moves are rejected, re-enter move from 1st position. The game may be ended at any point by pressing ESC

0 (e.g when no more legal moves are possible). Follow the on-screen instructions unless you know the solution to the puzzle, 4 pegs remaining is good!

THE 'C.H.E.A.T.S. FILE': Football Manager

Mr Matthew Green has found a way of cheating at Football Manager by Addictive, Matthew says 'In Football Manager the energy of the players goes down each time you play a game. To build up the players energy take the player with low energy and press RETURN. Then when it says 'Do you wish to sell?' type 'N' and list the players again. The player should now be injured, if not repeat the process. When you play the game he should be back up to near fitness. One word of warning. If you do this straight after an old game has been loaded the players stay injured. I found this out when I only had three fit players!'

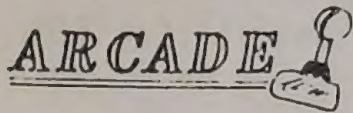
: Centipede

Mr James Groom has found a way of slowing down P.S.S Centipede he says 'Using the Downsway Joystick Interface on Centipede by P.S.S Occasionally causes the game to slow down making the game easier (but more monotonous!). I do not know how to make this work every time. Without using this method I have managed to score up to 30820. But by using this method I have run up over 50000.'

Software



Reviews



The Hellion

★★★★★

Fluttering there and back, there and back through the ages, just distant memories in the hearts of the ancient sages....The Hellion by Orpheus software has to be one of the most sophisticated arcade game around for the Oric.

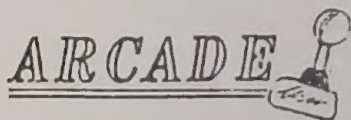
The Hellion loads in five minutes (approx) and while loading a very detailed Hi-res screen is displayed. Once loaded the words Hellion are displayed in orange lettering which is drawn very tall. If you leave the keyboard for a while the game will display some of the screens that you will encounter later on.

You can define your own keys in this game by pressing R, and change the volume by pressing V. To start the game you press S which will start from level 1. Pressing C allows you to start from the highest level achieved in the last game but only up to level 75.

The Hellion (your craft) is a special form of mutant wasp which you must control to destroy 101 waves of marauding aliens. Yes, 101 waves! You start off with three shields and a bonus shield is given if you manage a score of over ten thousand points. The shield is drawn as a bar on the screen and every time an alien hits you the bar decreases. Your Hellion is capable of spitting deadly venom at it's enemy.

So pressing S, and we're off. The movement of the wasp will strike you first. It's wings move so detailed as well as it's body. A stunning effect. Before you start blasting away the aliens, a small window is displayed before the screen comes on telling you the name of the screen. He's a few that I've met: An Evil Brew, No Copying O.K., The Tardis, Ultra 1, 2, 3 and 4 (screens from the Ultra by P.S.S.), A screen full of Cybotroids from Tansoft's Defence Force and even a screen called 'Quite Late', where many QL Logos were flying around the screen!!! There are many, many screens to battle your way through. Some easy and some not so easy. But if it all gets to much for you, just press ESC for suicide (Arrrrrrr.....!!!!). If you loose a shield your wasp will disintegrate before your very eyes. The explosion effect is stunning, you have to see it to believe it.

The Hellion is a brilliant game to play. The graphics are very good and shows what the Oric is capable of. Sound effects, just brilliant. For £6.95 it's a steal! You'll have problems tearing yourself away from this game, always wanting to find out what the next screen looks like. I wonder what the 101th screen is devoted to, I hope it's the Oric after seeing quite a number of computer makes flying around the screen! But only time will tell..... But the story will just carry on, My friend the little Hellion.

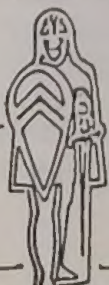


Ghost Gobbler

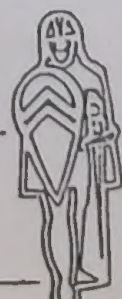
★★★

Ghost Gobbler from IJK is an excellent version of an old favourite, Pacman. In Ghost Gobbler you guide your Gobbler around the maze eating all the dots to score points. There are four power-pills which will enable you to chase the Ghosts, bonus points can be obtained by eating the fruit that will appear on every level. Ghost Gobbler also features a tunnel which makes light work of escaping from the Ghosts.

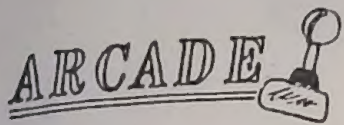
Ghost Gobbler is an enjoyable game to play, one of the better versions for the Oric which should keep you munching for hours!



By C. Thompson.



Two French titles reviewed by Archimedes.



Karate

★★★★

ERE Informatique are the IJK of France, producing many superb software titles. More recently they introduced a (by French standards) budget label, 'Gasoline Software'. And one of the first titles is this excellent Oriental combat game. Written in machine code, it takes advantages of the Oric's graphics limitations, framing the arena in a beautiful rendition of pagoda roofs and cherry blossom trees. I'm afraid I can't say what the Japanese writing down the side means!

Once loaded, you are offered a choice of playing against the computer or another (human) player. If two play, you each get the use of keys at opposite ends of the keyboard to move forwards and backwards, to kick or punch - four key control is pretty good for this type of game.

So - bow to one another, close together, and fight! The loser falls flat on his back after about 30 seconds as his strength expires, with a suitable Japanese expletive issuing forth. And so to level 2, and 3, and....as you go to higher levels, the game becomes more and more difficult, especially when playing the computer. Several grunts and other noises accompany the blows, and there is a score for you to compare and try to beat.

Karate can be purchased (subject to availability from France) from W.E. Software for £11.95 plus p&p. Undoubtedly it will please those who for so long have complained that the Oric lacks the obvious software that other machines have in abundance....which brings me to 'Triathlon'....



Triathlon

★★★★

This is another ERE Informatique masterpiece, filling an obvious gap in the Oric software library here in England.

The loading screen depicts an elegantly posed discus thrower, so well drawn that you can almost feel the muscles! It's a good foretaste of the graphics to come.

Up to four can play at once, and you are asked for the name of each player (of 5 letters). Then it's on to the first competition - archery. You have seven shots at a moving target. The screen views the butt from above, with judges at the bottom and spectators at the top of the screen. A face view of the target is in one corner, showing with a cross the strike of each arrow. Easy so far! The complication is the wind, with a speed of 0 to 7. When you fire the arrow (with the space bar), you must then hold it down until the Angle of fire reads '3' - only that or a number close to it results in the arrow striking near the centre of the target. A lower number, and your arrow is towards the bottom of the target, a higher number and it's too high. In other words, it is a real test of co-ordination in three dimensions. You have two attempts to reach the qualifying total of 380 points.

Let's assume you've qualified - now on to the river for the rowing race! Each competitor has one go at racing the computers boat, CTRL and left SHIFT being used to row the boat, In....out....in....out.... It sounds easy, but it isn't. Co-ordination of the keystroke and the graphics picture (which is superb) are essential. If you do it, then it's on to quite the hardest and most exhausting bit of Oric software I've come across...

Yes, it's weight-lifting! Again, there are wonderful graphics. A bell sounds. You press the down arrow key to lift a bar column called 'Elan' (powers) to a specified zone, and you're off. The weightlifter (you!) seizes the dumbbells, and you simply have to hammer like the devil on the space bar. If you lift another bar graph to a marked level, another bell rings, and you are back to bar one - get that right, and you are back on the space bar to hoist the weights above your head - still hammering the space bar, hold it there while a clock hand does a full circle, then drop the weights....the problem is, your strength is limited and falling all the time; so far, utterly exhausted, I have managed to get the weights above my head with my strength falling rapidly. Believe me, it really is tiring!

!FIND\$

JIM POLMEAR

Here is a utility sent in to us by Jim Polmear. The utility will scan through a BASIC program looking for a particular string and lists the lines which contains it. The only point to add is that spaces, : , quotes etc all count in the string, which is terminated by a null. It can be used in a program but must be the last statement of a line because

100 PING: !REM: PING will look for the string REM: PING

```

10 REM  UTILITY TO FIND STRINGS IN
20 REM  BASIC PROGRAM LINES
25 REM
30 REM  TO RELOCATE, CHANGE ONLY
40 REM  THE VALUE OF AD IN LINE 100
45 REM
50 REM  IT IS ALSO SELF MODIFYING
60 REM  FOR ORIC-1 OR ATMOS
70 REM
100 AD=#BB00:ST=AD:ER=FALSE:TEXT
110 FOR LI=1000 TO 1100 STEP 10
120 S=0:FOR N=0 TO 15
130 READ D$:V=VAL("#"+D$):S=S+V
140 POKE AD+N,V:NEXT N:READ CS$
150 IF S=VAL("#"+CS$) THEN 170
160 PRINT"ERROR IN LINE";LI:ER=TRUE
170 AD=AD+16:NEXT LI:IF ER THEN END
180 IF PEEK(#FFF9)=1 THEN 190
185 POKE ST+#8E,151:POKE ST+#96,18:POKE ST+#9B,18
190 DOKE #2F5,ST+4:CLS:PRINT
195 PRINT "DATA LOADED OK":PRINT
200 PRINT "! is now set up to find strings in"
210 PRINT "  BASIC program lines, and list them"
220 PRINT "  to the screen."
230 PRINT
240 PRINT "DOKE #2F5,";HEX$(ST);" to divert"
250 PRINT "  the listing to a printer."
260 PRINT
270 PRINT "DOKE #2F5,";HEX$(ST+4);" to divert"
280 PRINT "  back to the screen."
290 PRINT
300 PRINT "Syntax for tokenised strings is:"
310 PRINT "  !FOR<RETURN>"
320 PRINT
330 PRINT "Syntax for pure strings is:"
340 PRINT "  !"+CHR$(34)+"FOR"+CHR$(34)+"<RETURN>"
350 PRINT
360 PRINT "(Try these two on this listing)"
370 END
1000 DATA 38,6E,F1,02,38,6E,F2,02,A9,9A,A0,00,85,00,84,01,0620
1010 DATA 84,07,20,E8,00,C9,22,D0,08,85,07,E6,E9,D0,02,E6,0769
1020 DATA EA,A5,E9,A6,EA,85,04,86,05,88,C8,B1,04,D0,FB,98,0984
1030 DATA 18,65,E9,90,02,E6,EA,85,E9,A5,07,F0,08,88,B1,04,0817
1040 DATA C9,22,F0,01,C8,84,06,98,F0,49,A0,01,B1,00,AA,88,0783
1050 DATA B1,00,85,00,86,01,18,69,03,90,01,E8,85,02,86,03,04CA
1060 DATA C8,B1,00,F0,2E,E6,02,D0,02,E6,03,A0,00,B1,02,F0,077D
1070 DATA D9,D1,04,D0,F0,C8,C4,06,D0,F3,A5,00,A6,01,85,CE,0962
1080 DATA 86,CF,A0,02,B1,00,85,33,C8,B1,00,85,34,20,6C,C7,06E5
1090 DATA 18,90,B7,A9,0D,20,D9,CC,A9,0A,20,D9,CC,4E,F1,02,0793
1100 DATA 4E,F2,02,60,00,00,00,00,00,00,00,00,00,00,00,01A2

```

UTILITY

ORIC CHARTS

Top 30

Arcade

- 1 Zorgon's Revenge
- 2 Damsel In Distress
- 3 The Hellion
- 4 Xenon III 'The Genesis Probe'
- 5 Defence Force
- 6 Tendre Poulet (F)
- 7 Xenon 1
- 8 Karate (F)
- 9 Super Jeep (F)
- 10 Cobra Pinball (F)
- 11 Manic Miner
- 12 A.T.M. (F)
- 13 Frelon (F)
- 14 Dracula's Revenge
- 15 Maze Rally
- 16 Gubbie
- 17 Don't Press The Letter 'Q'
- 18 Snake Venom
- 19 Playground 21
- 20 Doggy (F)
- 21 Hunch Back
- 22 Zebbie
- 23 Krillya
- 24 Ghost Gobbler
- 25 Lone Raider
- 26 Roland Garros (F)
- 27 Star (F)
- 28 Chopper
- 29 Chuckford
- 30 Goldmine

I.J.K.
I.J.K.
Orpheus
I.J.K.
Orpheus
Sprites
I.J.K.
Gasoline Software
Loriciels
Cobra Soft
Software Projects
Cobra Soft
Loriciels
Softtek
F.G.C.
I.J.K.
I.J.K.
F.G.C.
I.J.K.
Loriciels
Ocean
I.J.K.
Orpheus
I.J.K.
Seven Software
Sprites
Loriciels
Seven Software
F.G.C.
F.G.C.

CHARTS CHARTS CHARTS CHARTS

Once again Zorgon's Revenge has the number one spot. This three year old game must be a keen favourite to all Oric-1/Atmos owners.

We have five new entries, two of them being F.G.C.'s latest releases. We have goldmine in at number 30 and Mazerally straight up to number 15.

France has three new entries, they are Roland Garros at number 26, A.T.M. at number 12 and Cobra Pinball which is the highest climber of the month which is at number 10. Karate also moves up from 15 to number 8.

Remember pop pickers those votes count, all-right! Ta-ra!



HIGH SCORES

A.T.M. - 021930
(stage 3 MER)
Starter 3D - 00180
(lap 2, position 24)
K. Thompson, Mitcham, Surrey.

Adventure

- 1 L'Aigle d'Or (F)
- 2 Le Diamant De L'ile Maudite (F)
- 3 Le Secret Du Tombeau (F)
- 4 A View To A Kill
- 5 Colossal Adventure
- 6 Snowball
- 7 Adventure Quest
- 8 Lords Of Time
- 9 Franklin's Tomb
- 10 Hell's Temple
- 11 Lost In Space
- 12 Paras
- 13 Velnor's Lair
- 14 House Of Death

Loriciels
Loriciels
Loriciels
Domark
Level 9
Level 9
Level 9
Level 9
Salamander
Kenema
Salamander
Lothlorien
Quicksilver
Tansoft

Adventure Spot

This months Adventure Spot takes a closer look at that well known French Adventure called L'Aigle d'Or by Loricels Software. This adventure has superb graphics and is a most enjoyable adventure to play. Archimedes has reviewed this classic so to all readers who have never heard of it, now's your chance to read what you are missing, this three page article is a must to all adventure fans, I have also contributed to this adventure by featuring the map for L'Aigle d'Or which I have had for sometime, if you play the adventure and find yourself lost then may be the map will be able to help you the map also has a key. In this months Adventure Spot our man Swift is fighting his way through Velnor's Lair and reports back with his findings?

L'Aigle d'Or

Imagine for a moment, dear reader, that you are seated in front of your home computer. On the screen is a 3D view of a room in a medieval castle. In the room, apart from any furniture is yourself, standing, walking, crouching and so forth. You control your movements as you watch yourself explore the castle room by room. You are enjoying, quite simply, a genuine 3D graphics role-playing adventure. And the computer you are using..... a C64, Amstrad, Beeb? No, it's your trusty Oric!

Loricels, one of the leading French software houses, have produced a classic which so far as I know, is the only game of its kind available on the Oric. Side 1 of the tape is entitled 'Instructions', so let's load it. A well-executed drawing of a forbidding castle, complete with lightning flashes and thunder, fills the screen. Let the game take up the story :

"After several days on horseback, you at last arrive in sight of the castle of the Eagle in Westphalia. An old legend tells that the Castle holds untold riches. You wish to risk all, despite the fact that all who have entered have perished."

Well, who could resist that? So let's turn the tape over and load the 'Programme principale' (don't forget this is French!).

"Aventurier, ton nom?" - that's easy. Now, I have three choices :

1. Enter the castle
2. Quit
3. Go to the market

Let's choose the third option :

For Sale

- | | |
|---------------------------|-----------------|
| 1. Phials (water of life) | 360 gold pieces |
| 2. Torches | 190 gold pieces |
| 3. Ropes | 110 gold pieces |
| 4. Deer's feet | 230 gold pieces |

I have 500 gold pieces to spend, and having spent them it's "0" to leave. Now I take the first option, and enter the castle.

This is where you begin to appreciate the quality of this programme. There, on screen, is a three-dimensional view of the first room, with me standing there. Even the flames on the room torches flicker. So, let's go forward (↓), turn right (→), and walk through the archway (→). Now we are at one side of the second room, with an intricate fireplace across the way. And so it continues, as one explores the castle in search of the Golden Eagle, which you must remove from the castle to succeed.

Most of the rooms are on the 'rez-de-chaussee' - ground floor although some are in the 'donjon' - dungeon - and the catacombs.

The objects one can hold are :

- | | |
|---------------------------|---------------------------------|
| fioles - phials of liquid | torches - torches! (always lit) |
| cordes - ropes | pieds de biche - deer's feet |
| clef de fer - iron key | clef d'or - gold key |

Message 1 : "The ring will protect you from evil"
 2 : "The golden one will make way the path of fire for you"
 3 : "The ordinary metal eagle will turn to gold"
 4 : "You will only rise from the stars"

The control keys are :

Space - to stop or stand up
 ↓ - move down
 → - move to the right
 P - to take
 D - to high jump
 G - to climb
 B - to drink
 Q - for suicide

↑ - move up
 ← - move to the left
 A - to squat
 O - to open
 S - to long jump
 L - to read
 I - for inventory

Objects are put in the hand with keys 1 - 5, and returned to your pocket/backpack with '0'.
 Other words cropping up on screen are :

bague - ring	livre - book	parchemin - scroll
bijou - jewel	etoile - star	couloir - corridor
coffre - trunk	sagesse - wisdom	bourse - purse
pleine - full	vide - empty	au premier etage - on the first floor

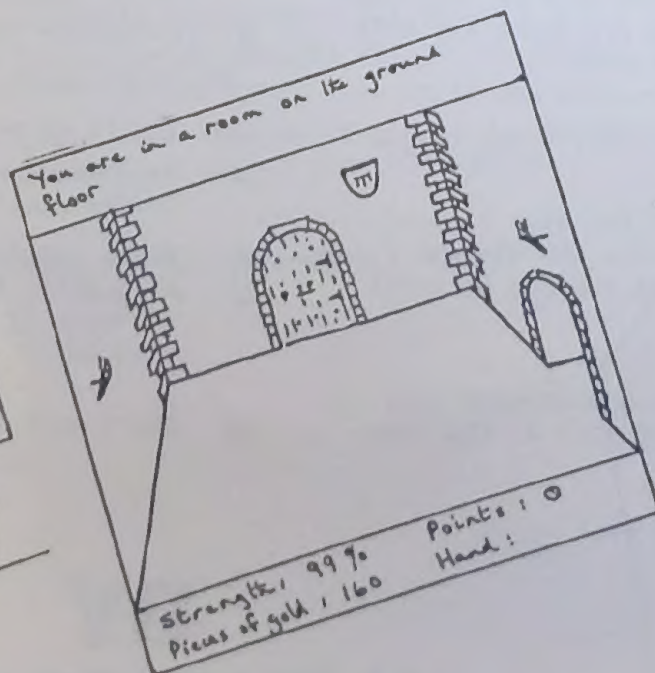
So, now that you're equipped to play the game, should I reveal anything of its secrets? Well, first of all do map the castle - there are over 60 rooms. Secondly not every room is lit, so you must either take your torch in hand (if you've bought one), or stumble in the dark. But beware! There are holes to fall down, gates that crash down behind you, and bullets that fire at you from holes in the wall. And if you die, a nice view of your grave in the cemetery! There are trunks to be emptied, and parchment scrolls, and the book of Wisdom. I think one general hint will suffice - don't forget you can crouch, high jump and long jump.

Just to complicate matters, there are three parchment scrolls and the book of Wisdom, all of which contain important messages - in German! Now, given that few of us pretend to know even one foreign language, old Archimedes consulted the oracle and obtained translations of the four messages. But you don't really want to know what they are, do you? You do? Well, for those who wish, turn the page upside down and there are all four messages, in English, at the top of the page.

Is there nothing to criticise? Not really, except perhaps the lack of a 'save game' facility. But then I really shouldn't complain given the overall excellence of this French product. If your appetite is whetted, L'Aigle D'Or, top of the adventure chart in 'Your Oric' No.3, can be obtained from W.E. Software (subject to availability from France) for £19.50.

Now, about that other pinnacle of French adventure games, Le Diamant de L'Ile Maudite (Diamond of the Cursed Isle).....

See you on 'French Leave' soon.....

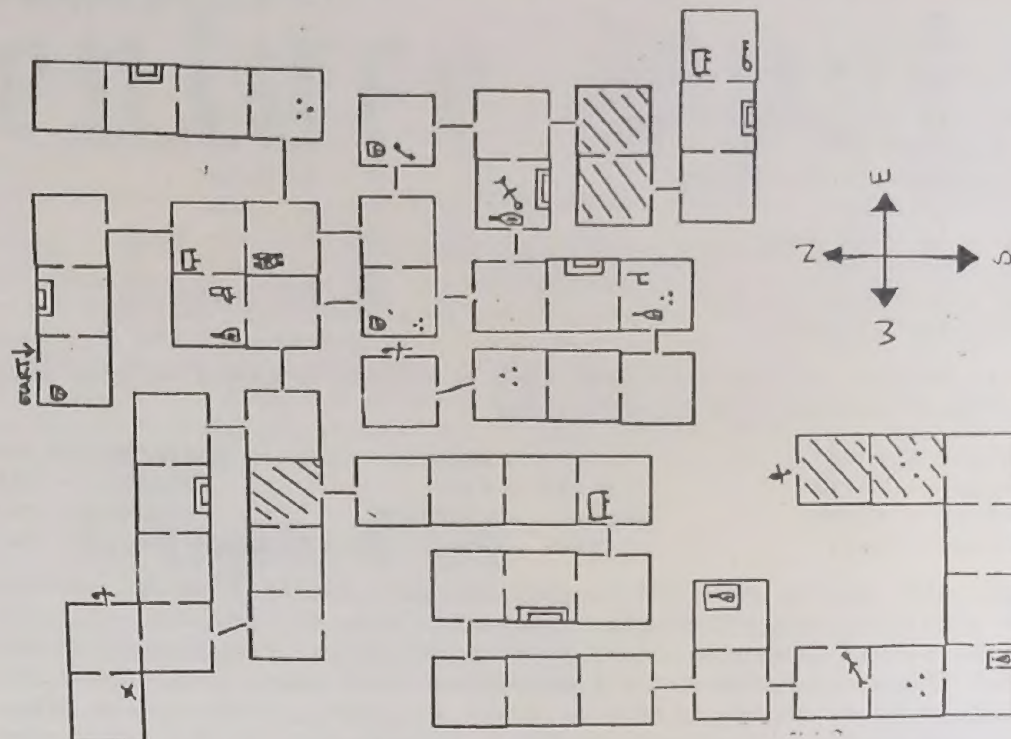


THE FIRST ROOM OF
 L'AIGLE D'OR
 (adventurer omitted)

BY ARCHIMEDES

L'Aigle d'Or

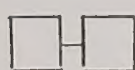
Map



Explanation:

Above is the map for L'Aigle d'Or it is not the complete map as there is still 3 exits that I have not yet managed to map. It gives you a rough layout of the Castle and where certain objects can be found. I first came across this map from a friend in Norway called Ragnvald Larsen who sent a similar map to me some time ago, since then I have re-drawn up the map and have added a bit more detail to it. Below is the Key to the map with a few tips from Ragnvald and myself.

Key:



Connection between chambers (open)



Connection between locked chambers (can't be opened even with the 'Pieds de biche'. It will be destroyed.)



Hole in ground, if you walk on this you will fall down in a pit. There are only 2 exits? 1.Q - Kill yourself
2.6 - Throw rope and climb up.

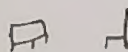


Table and Chair (I don't think it has any function)



When you have taken the Blue diamond you must get down! because the diamond fires something at you and you can be shot!



Chest with bottle in it.



Dark room (to see you must hold your torch then go to one side of the room and jump!)



Picture on wall (has no function.)



Fireplace (no function)



Human bones



Shield on wall (no function)



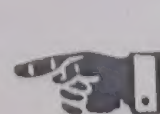
Keys which open various doors in the castle.



Green bottles (Power Drink!), you must drink two of them to get your strength, if you only drink one you will die!

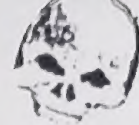


Don't walk on it!



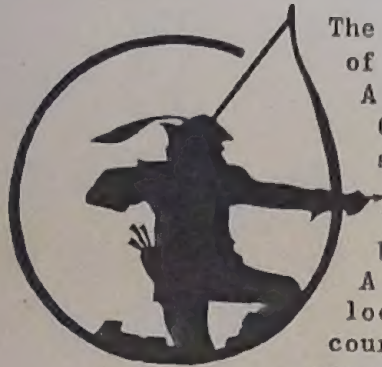


▼ Adventure Help ▼



Velnor's Lair:

The Dark Labyrinth



The caverns beyond the Spiders Lair were large and dark, the flicker of the torch light danced uncertain on the walls around me.

A stone bridge lay ahead in a dusty filled cavern. An illusion, I could see through it straight away. I through an apple onto the stone bridge, only to see it plummet into the unknown darkness below. With the plank of wood that reacts with the word 'EXTENDERE' I crossed over to the other side. Where I found the wood could only be forced from my lips with plenty of ale and a cosy room.

A passage-way loomed up ahead, where a group of rats looked on. The look in their eyes were filled with one thought, dinner, but the main-course was now moving at blinding speed passed the rats and in the passage-way ahead. From out of the shadows, an Orc gaurd lunged at me,

but Swift was already moving, I grabed the glowing sword and the Orc gaurd now lies, dead, with a serious case of heart-burn. Further up, screams and shouts could be heard as if the whole mountain had come alive. Swift was moving, his Fox like movements darting in the shadows. Advanced to the room up ahead where two Orc gaurds fell before they blinked. Across the room, a strange tapestry could be seen.....

Swift

Solutions

Mr Smith from Ipswich has the solutions for Mr Graeme Burtons problems which was featured last Issue, Mr Smith says :-

'With the Wizard Of Akyrz, having saved the fox's skin, he will show you the way to the next location! In English this means 'xof wollof'. I to have a problem with this adventure, does anyone know how to get back to the castle once the Wizard is disposed with and the Princess saved? Also in Lords Of Time where or how do I find a sharp sword to give to the fair Prince?'

Help!

Mr Mathew Green writes :-

A few adventure problems now! In the Hobbit the Goblins have captured T Thorin to carry me (SAY TO THORIN "CARRY ME"), but still I can't get out of the window. In Lost In Space how do you get out of the 'Misty Rainbow Room'. Also how do you get into the gallery?

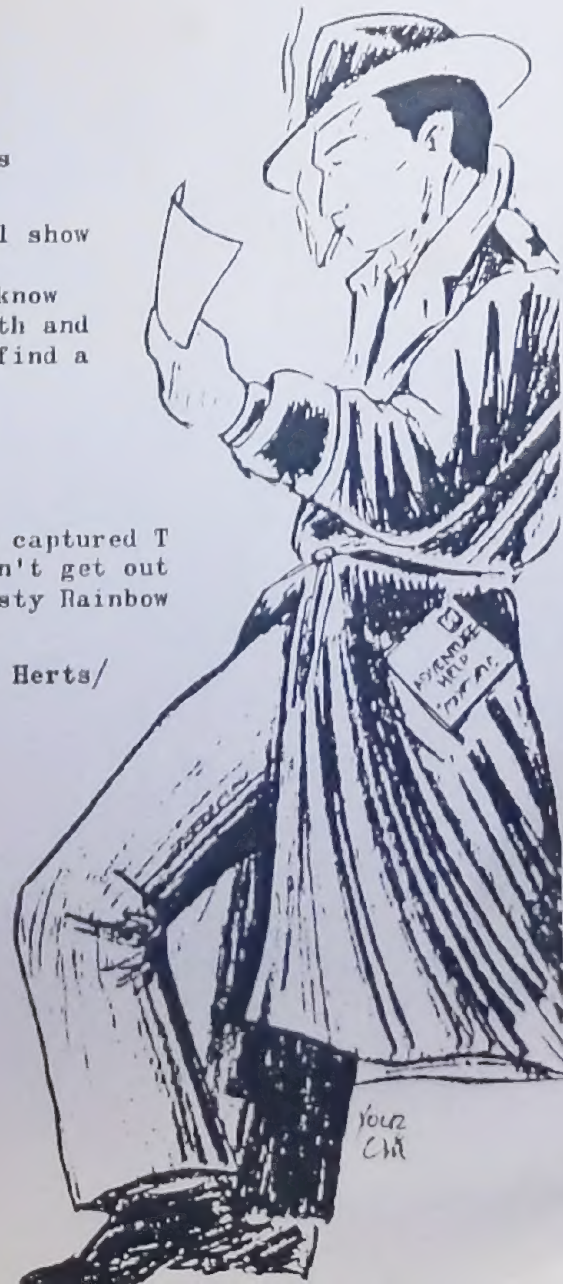
Mr P. Eldridge from Essex would like to know if anyone in the Herts/ Essex area has 'Hells Temple' if so please ring 0371 86620.

All solutions, problems, maps and tips should be sent to the following address:

Adventure Spot.
Adventure Help.
Your Oric Newsletter,
41 Morden Gardens, Mitcham,
Surrey,
CR4 4DH.

BY

K. THOMPSON



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